

PLEASE! DO NOT RETURN THIS PRODUCT TO ANY RETAIL STORE!

For any questions or problems with this product please contact us at:

Email: info@interactivetoy.com

Phone: Inside North America: +1-416-444-6873

Outside North America: 1-866-214-2220

Address: Interactive Toy Concepts,
17 Vulcan Street, Toronto, Ontario, Canada. M9V 1L3

Web site: www.interactivetoy.com

REPLACING THE DUCK'S MAIN WINGS.

You can replace the original wings on your Duck if they become damaged. A new set of wings can be purchased by contacting Interactive Toy Concepts as outlined in this manual. To replace the wings, do the following:

1. Make sure the Duck is not flapping its wings. In other words, shoot it down with the Infrared Blaster or allow it to expire the charge in its capacitor and finish flapping its wings.
2. Gently disconnect the rear corner of the wing that is tethered to the body by a ball joint.
3. The leading (front) edge of the wing is a thin carbon fiber rod. Gently pull this rod out of the gear box mechanism housing at the front.
4. Installation of the new wing is the reverse of the wing removal procedure with the following minor difference. The carbon fiber rod has a slight notch cut into its end so that it will only fit properly into gear box mechanism housing one way. Use caution when inserting the carbon fiber rod. If it is not going in smoothly, it is misaligned.

IMPORTANT SAFETY INFORMATION

Do not modify your DUCK HUNTER - LAUNCH & LOAD toy. Do not use in strong winds, use only in VERY mild conditions! Do not use in rain, snow or around heavy debris! Do not use near electrical lines! Do not use around smoke or flames! Do not use around water! Do not use around electricity! Do not use in crowded areas! Do not use around air conditioning! Do not use around air vents! Do not use around ceiling fans! Do not use around large obstacles! Do not use in very small spaces! Do be conscious of changes in your area! Any changes or modifications to this product are strictly prohibited and will void product warranty. Keep moving wings away from eyes, hands, hair and loose clothing. Always turn off your Infrared Blaster when not in use. Always remove batteries from Infrared Blaster during storage. Always replace Infrared Blaster with NEW alkaline batteries for optimal performance. Keep your instruction manual in a safe place for future use. Only use the provided Infrared Blaster included with the DUCK HUNTER - LAUNCH & LOAD to charge the capacitor installed in the DUCK HUNTER - LAUNCH & LOAD.

Limited 30-day warranty

Product is warranted by Interactive Toy Concepts Limited against manufacturing defects in material and workmanship under normal use for (30) days from the date of purchase.

Warranty is validated upon receipt of proof of purchase and confirmation of UPC code.



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Products and colors may vary. MADE IN CHINA.



INS-44078-110305-US

10+
Item# 44078

INSTRUCTION MANUAL

Congratulations on your purchase of the DUCK HUNTER LAUNCH & LOAD

ACCORDING TO CALIFORNIA LAW

WARNING! Do not brandish or display this infrared shooter in public - it may confuse people and may be a crime. Police and others may think this infrared shooter is a firearm. Do not change the coloration and markings to make it look more like a firearm. That is dangerous and may be a crime.

The DUCK HUNTER - LAUNCH & LOAD is a revolutionary new toy that allows anyone to have the virtual learning experience of hunting a Duck in complete safety.

The Infrared Blaster is equipped with a launch mechanism that is used to charge and launch a fully functional flying "Ornithopter" Duck into the air. An Ornithopter is a device that flies by flapping its wings. Thus, the Ornithopter Duck's flying pattern is very life-like. The Infrared Blaster then uses a safe narrow infrared beam to shoot down the Duck. The Duck will fly for up to 30-40 seconds from a 15 second charge. The body of the Duck is made of an ultra-light and flexible foam which provides excellent structure and resistance to damage. Since the flying direction of the Duck can be preset, it is possible to play with the DUCK HUNTER - LAUNCH & LOAD toy indoors or outdoors. It takes 3 direct hits from the Infrared Blaster to bring down the Duck. It is possible to have a competitive game-play with any number of multiple players or to practice solo target shooting accuracy. A multiple player game-play consists of counting the number of shots fired to bring down the Duck. The person who fires the least amount of shots is the winner.

DUCK HUNTER Launch & Load has been carefully packaged to avoid damage during shipping. PLEASE USE CAUTION WHEN UNPACKING.



Start hunting your duck fast!

1. Turn on the Infrared Blaster! The switch is located on the bottom of the Infrared Blaster just ahead of the trigger.
2. Slide the Reload Pump all the way back and release it to arm the Duck Launching Mechanism.
3. Prepare your Duck for launching by mounting it on the blaster and sliding it into its groove.
4. Press and hold the trigger for 15 seconds to charge the Duck.

WARNING!!! Do not aim or launch the Duck in the direction of anyone or any living thing! In particular, do not aim or launch the Duck in any person's face!! WARNING!!!

5. Aim the Infrared Blaster in the direction you would like the Duck to fly. It is best to aim the infrared blaster upwards. Press the Launch Button on the left side of the Infrared Blaster to launch the Duck. The Duck will start flapping its wings and fly away.

6. Start hunting the Duck by shooting a safe infrared beam at it every time you press the Infrared Blaster's Trigger. You will need to reload the Infrared Blaster by sliding back and forth the Reload Pump after each shot. It takes 3 direct hits to bring the Duck down.

IMPORTANT BATTERY INFORMATION:

Do not mix old and new batteries, different types of batteries, standard carbon zinc, alkaline or rechargeable of different capacities. Rechargeable batteries are only to be charged under adult supervision. Please respect the correct polarity (-) or (+). Do not try to recharge non-rechargeable batteries. Do not throw batteries into the fire. Replace all batteries of the same type/brand at the same time. The supply terminals are not to be short-circuited. Remove exhausted batteries from the toy. Batteries should be replaced by adults. Remove batteries if the toy is not going to be played with for some time. Removable batteries are to be removed from the toy before they are charged. The packaging should be kept since it contains important information.



INSTALLING BATTERIES

The Duck has a built-in, non-removable, non-replaceable, rechargeable capacitor. The charging mechanism is built into the Infrared Blaster and requires 3 "AAA" alkaline batteries (sold separately). Use only the supplied Charger built into the Infrared Blaster provided in this DUCK HUNTER - LAUNCH & LOAD package to charge the Duck. DO NOT USE ANY OTHER SOURCE TO CHARGE THE DUCK. Install the batteries as shown.



1. Open the battery compartment door located at the upper rear of the Shooter by using a Philips screwdriver (not included).



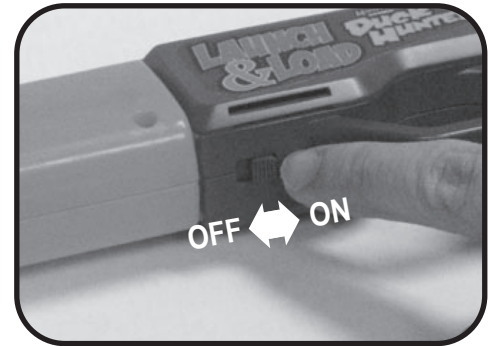
2. Insert the 3 AAA batteries according to the picture. Ensure that the + and - polarities match the illustrations inside the battery compartment.



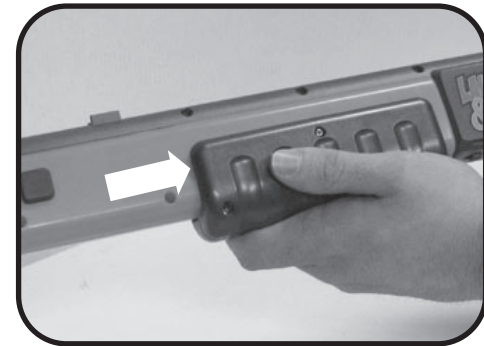
3. Replace the battery compartment door and tighten the screw using the screwdriver. Do not over tighten.

CHARGING THE DUCK HUNTER

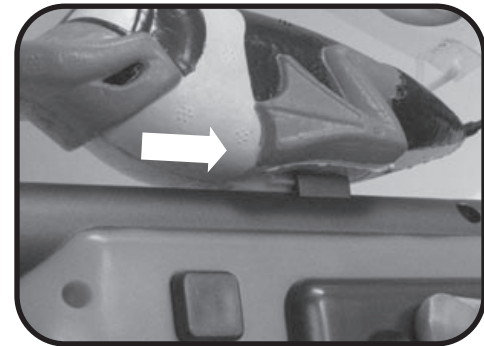
The Duck requires 10 seconds of charging time for a flight-time of up to 30 to 40 seconds. Charging the Duck is a simple process as outlined in the following steps.



1. Turn the Infrared Blaster's ON/OFF switch to the ON position for charging. The ON/OFF switch is located on the bottom of the Infrared Blaster ahead of the Trigger.



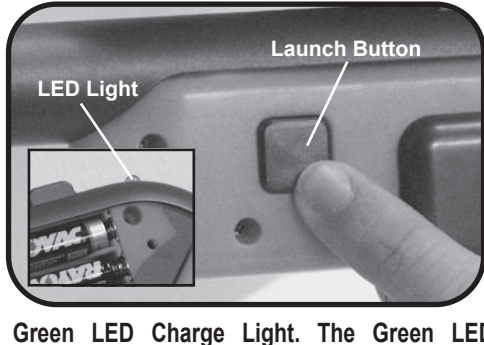
2. Slide the Reload Pump backwards and release it to arm the Duck Launching Mechanism.



3. Locate the Slotted Charge Grooves on the bottom side of the Duck and the matching Slotted Charge Grooves on the top of the Infrared Blaster. Match the connections by positioning the Duck ahead of the Infrared Blaster's slotted charge grooves and sliding the Duck backwards into its charging and launching position. The Duck will sit on the Infrared Blaster snugly.



4. Press and hold the Trigger for 15 seconds to charge the duck. The Green LED located at the top of the Infrared Blaster ahead of the Butt Stock will light up during charging.



Green LED Charge Light. The Green LED Charge Light will light up during charging.

5. Release the Trigger (Charge Button) after 15 seconds of charging the Duck. The Green LED will turn off. The Duck is now ready for launching.

ASSEMBLING THE BLASTER.

The Infrared Blaster requires minimum assembly. By mounting the Butt Stock onto the Infrared Blaster, the ergonomics of the toy will be greatly improved. Removing the Butt Stock from the Infrared Blaster may improve its storage when not in use. Follow these simple steps to assemble the Infrared Blaster

1. Locate the Main Housing of the Infrared Blaster as well as the Butt Stock in the package.
2. Slide the Butt Stock onto the Main Housing of the Infrared Blaster until it clicks into position. The Butt Stock will only fit one way. Note: To remove the Butt Stock from the Infrared Blaster for storage purposes, simply press the two tabs on either side of the Butt Stock that have the text "PUSH" molded into them and slide the Butt Stock off.

CHOOSING YOUR FLYING LOCATION

Do not fly your Duck during windy conditions or harsh weather. You can operate your DUCK HUNTER - LAUNCH & LOAD toy indoors or outdoors. The outdoor space should be roughly 32' x 32' (10m x 10m) with a height allowance of about 19' (6m).

LAUNCHING THE DUCK.

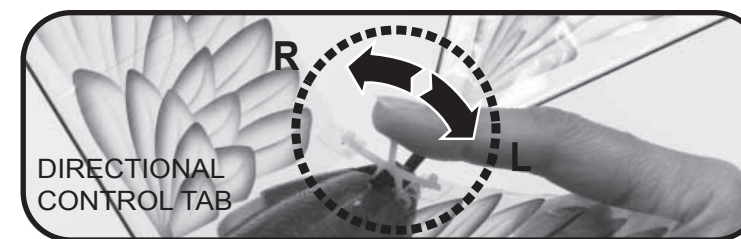
The Duck is capable of being launched from the Infrared Blaster as a means of enhancing the game play and adding excitement to the hunt. It is not possible to launch the Duck by hand or to use any other Duck or Ornithopter from the Hunter Series with the Launch & Load Infrared Blaster. Launching the Duck is a simple process as outlined below.

Please note, the Duck does not have an ON/OFF switch.

WARNING!!! Do not aim or launch the Duck in the direction of anyone or any living thing! In particular, do not aim or launch the Duck in any person's face!! WARNING!!!

1. Once you have fully charged your Duck you should adjust the "direction of flight" setting to the fly pattern of your choice. This is done by pivoting the Directional Control Tab to the left, center, or to the right. The Directional Control Tab is located at the dorsal (upper) rear end of the Duck's body and has the two main wings attached to it. By pivoting the Directional Control Tab to the left, the Duck will fly to the left and by pivoting the Directional Control Tab to the right, the Duck will fly to the right. When the Directional Control Tab is positioned in the center, the Duck will fly straight. The farther the Directional Control Tab is pivoted towards a certain side, the more the Duck will bank towards that direction during its flight. The directional control tab to the right, the Duck will fly to the right.

DIRECTIONAL CONTROL TAB



2. Once the Duck's Directional Control Tab has been adjusted to your flight direction preference as outlined above, it is ready to be launched so that the hunt can begin!

3. Aim the Infrared Blaster in the direction you would like to launch the Duck.

4. Press the Launch Button located on the left side of the Infrared Blaster ahead of the Reload Pump.

5. The Duck will be launched immediately and it will take flight by flapping its wings. It is time to hunt the Duck down!

Avoid operating your DUCK HUNTER - LAUNCH & LOAD near power-lines, trees, or roof-tops. If flying your Duck indoors, the area should be roughly 16' x 16' (5m x 5m) and the standard household ceiling height.

HUNTING YOUR DUCK.

Once the Duck is in the air and flying, it is your objective to shoot it down using the Infrared Blaster within its up to 30 to 40 second flight time window. It takes 3 direct hits to bring down the Duck.

1. Once the Duck is in the air it is fair game to be shot down using the Infrared Blaster.
2. Reload the Infrared Blaster before firing at the Duck by sliding the Reload Pump backwards and forwards. A reloading sound will be heard.
3. Fire a safe infrared beam at the Duck by pressing the Infrared Blaster's trigger. A shooting sound will be heard.
 - If your shot misses the Duck, the Duck will continue to fly in its pre-determined path.
 - If your shot hits the Duck, it will stop operating for a brief moment and appear to fall. This is meant to simulate a glancing blow to the Duck. The Duck will resume its flight right away.
4. Keep shooting the Duck with your Infrared Blaster by repeating steps 2 and 3. It is necessary to hit the Duck 3 times directly to bring it down.

Note: it is necessary to reload the Infrared Blaster after each shot fired.

PLAYING AGAIN OR STORING YOUR TOY.

When the Duck has been shot down or has landed on its own, you will need to recharge it before playing again. It is NOT necessary to turn the Infrared Blaster OFF before recharging the Duck. To recharge the Duck, follow the steps outlined under the section "CHARGING THE DUCK".

If you are finished playing, make sure to turn the ON/OFF switch on the Infrared Blaster to the OFF position for storing. Do not worry about turning off the Duck as it has no On/OFF switch. It is best to remove the batteries from the Infrared Blaster if it will be stored for a longer period of time. This will prolong the operational life of the Infrared Blaster and the batteries. The Butt Stock can be removed from the Infrared Blaster for easier storage as described in the Section "ASSEMBLING THE INFRARED BLASTER". Please respect the below points to extend the operation life of your DUCK HUNTER - LAUNCH & LOAD toy during storage.

1. Product may be damaged or performance may be adversely affected if your DUCK HUNTER - LAUNCH & LOAD toy is not properly stored.

2. Never place any items on top of any components of the DUCK HUNTER - LAUNCH & LOAD toy.

3. Always keep your DUCK HUNTER - LAUNCH & LOAD toy in a cool dry place.

4. Keep DUCK HUNTER - LAUNCH & LOAD toy away from pets and other household animals.

5. Do not rest your DUCK HUNTER - LAUNCH & LOAD toy on any potential heat source such as electronic equipment or a radiator.

WARNING! DO NOT CHARGE FOR LONGER THAN 15 SECONDS. DAMAGE MAY OCCUR TO THE CAPACITOR INSIDE THE DUCK.